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STAR WARS™

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61

BESPIN'S CLOUD CITY

Gas giant's mining facility

Rogue Shadow

General Rahm Kota

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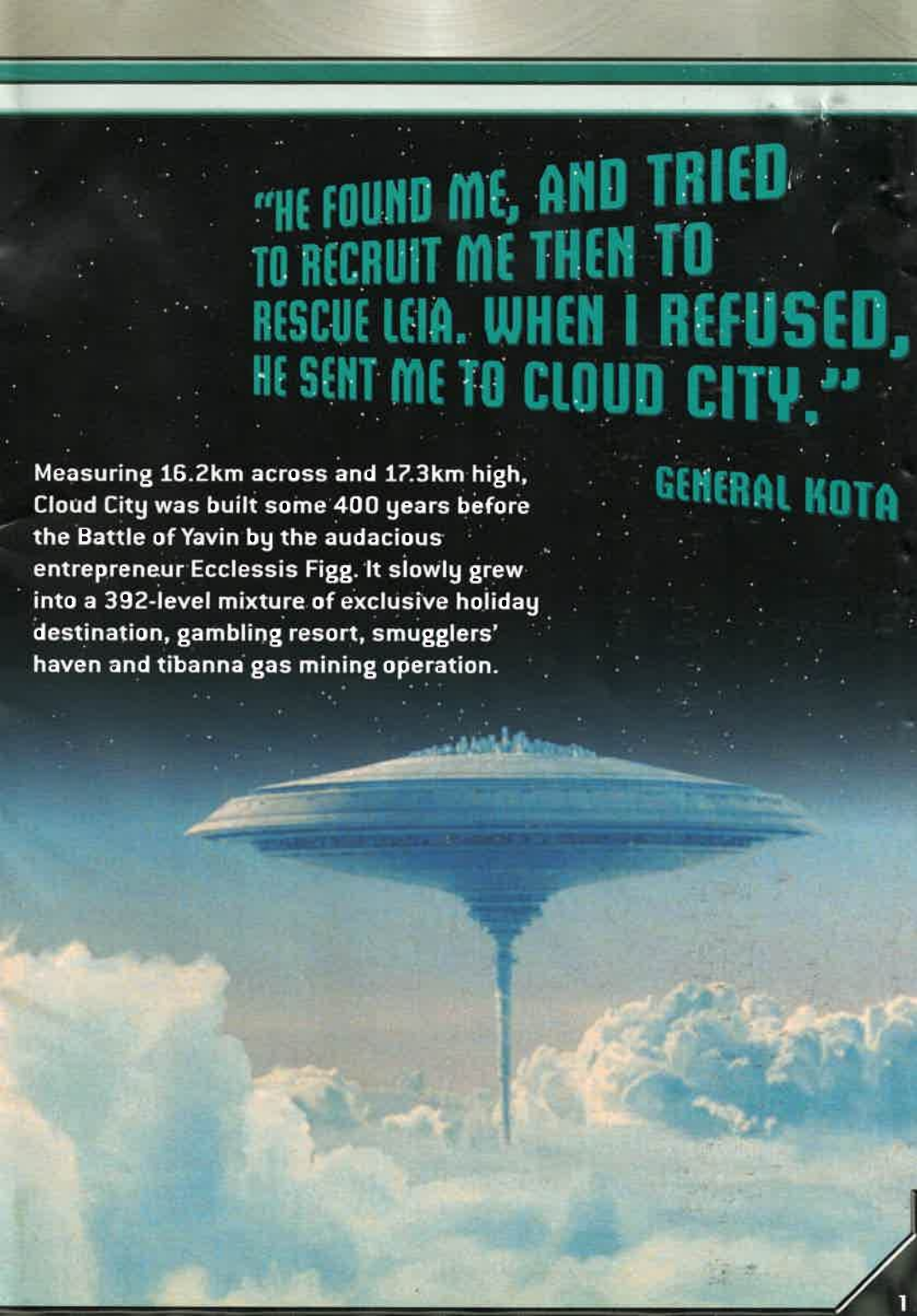
STAR WARS

"HE FOUND ME, AND TRIED TO RECRUIT ME THEN TO RESCUE LEIA. WHEN I REFUSED, HE SENT ME TO CLOUD CITY."

GENERAL KOTA

Measuring 16.2km across and 17.3km high, Cloud City was built some 400 years before the Battle of Yavin by the audacious entrepreneur Ecclessis Figg. It slowly grew into a 392-level mixture of exclusive holiday destination, gambling resort, smugglers' haven and tibanna gas mining operation.



CLOUD CITY

NOT JUST MINING

At the height of Cloud City's success in the Imperial Era and early New Republic era, its nearly 400 levels were home to some six million individuals. For the majority of its history, Bespin's floating platform was a fiercely independent outpost.

Cloud City began life as *Floating Home*, a tibanna gas mining operation funded entirely by legendary hyperspace explorer Ecclessis Figg. He had discovered that Bespin's atmosphere was not only rich in tibanna gas (a hyperspace engine coolant, amongst other things), but that the unique properties of the atmosphere created naturally occurring spin-sealed tibanna. This highly controlled and regulated substance was used in creating blaster ammunition and explosives, and was hugely valuable. *Floating Home* mined all types of tibanna, and smuggled the spin-sealed variety out with the regular supplies. It was Figg too who, once the mining and smuggling operations were established, recognised Bespin's potential as a tourist and gambling resort.

Rapid Expansion

Figg developed *Floating Home* along those lines, and soon the original platform was lost under levels of manufacturing centres, accommodation, hotels and casinos, all held aloft by an eventual

36,000 repulsorlift engines. Many of those who visited Cloud City had little to no idea of what went on in the levels beneath, in what locals called the real Cloud City. Only the upper 50 levels were open to tourists, with the Bespin Wing Guard security forces ensuring that visitors didn't stray (at least, not without making a sizable 'donation'). One had to venture down to level 121 to find Port Town, where smugglers and more legitimate traders mingled and conducted their business far from the Mining Guild and other official bodies.

Refinery Levels

The gas refineries that took delivery of the tibanna mined from Bespin's atmosphere by tractor beams were located on levels 281 to 370. These levels were the domain of the Ugnaughts, and they included their living quarters. The metre-high Ugnaughts were ancestors of the three tribes brought in by Figg to build *Floating Home* and then given their freedom.

Cloud City's area of influence included a number of nearby floating settlements and industrial units. Some were small, like the Vapor Room – a drinking den that occupied an abandoned section of one of the surviving construction platforms left over from when Cloud City was being built. It was mainly frequented by Ugnaughts. Though they lived and worked on Cloud City, many of them called a different part of Bespin home. Ugnaught Surface was a floating platform about a kilometre below Cloud City. Modelled on their homeworld of Gentes, there was one main city, called Ugnorgrad – named after Boss Ugnor who had led his people to build Ugnaught Surface. Many Ugnaughts retired there, or lived and worked there if Cloud City was not to their liking.

RENDEZVOUS ON BESPIN

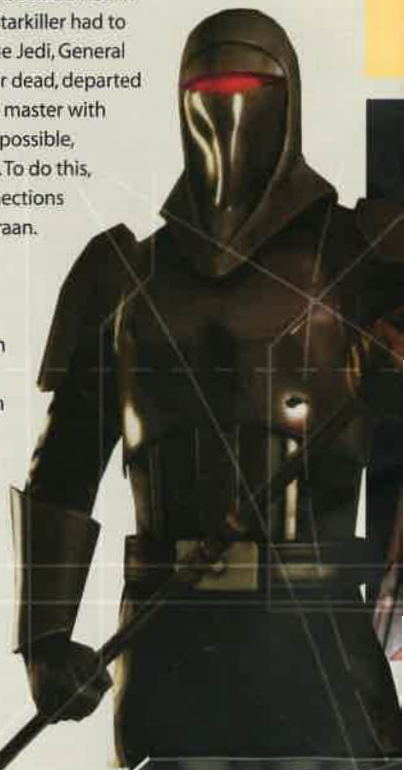
CONTACTING KOTA, RESCUING BEL IBLIS

During his time as Darth Vader's secret apprentice, Starkiller travelled to Bespin and to Cloud City on two occasions. The first was to make contact with former Jedi General Rahm Kota, and the second was to rescue Corellian Senator Garm Bel Iblis.

A scant few years before the Battle of Yavin, Darth Vader sent his apprentice, Starkiller, into action for the first time. True to the way the Sith operated, Vader planned that he and Starkiller, who had been trained in secret, would overthrow Emperor Palpatine. However, Starkiller had to be tested. His first task was the destruction of the rogue Jedi, General Rahm Kota. Starkiller blinded Kota and, leaving him for dead, departed the battle site. Much later, Starkiller was tasked by his master with assembling as many senior dissenters and rebels as possible, so that they could easily be arrested and destroyed. To do this, Starkiller knew he would need a contact with connections to rebellious senators such as Bail Organa of Alderaan. Kota was the perfect candidate.

Lost and Found

Though reports located the blind, broken Rahm Kota on Nar Shaddaa, Starkiller tracked him down to Cloud City. However, Kota was not on the main platform. He had fallen out with Senator Organa, and had been ordered to Bespin. His faith in himself completely shattered. He retreated to the little-known Vapor Room – the dingy cantina catering to Ugnaught workers and based on a construction platform held up by tibanna gas balloons. Starkiller found him there, but Kota refused even to entertain the prospect of returning to



"Wouldn't you rather die fighting than drown in some cantina?"

Starkiller to Rahm Kota on Bespin

action. Agents of Emperor Palpatine forced the issue, attacking both Starkiller and Kota. Starkiller fought hard to escort the fallen Jedi to where his ship *Rogue Shadow* was able to pick them up. During the battle, Starkiller used the Force to shatter carbonite gas canisters, freezing members of the Emperor's elite Shadow Guard in their tracks.

To The Rescue

While Starkiller worked with Kota, Bail Organa and other members of a future Rebel Alliance, all the time turning more and more from Darth Vader's teachings, he had to return to Bespin to rescue Corellian Senator Bel Garm Iblis. He had travelled to Cloud City to gather more contacts and resources that might help the growing rebellion – the Baron Administrators of Cloud City had almost always had anti-Imperial leanings. Unfortunately, a mercenary Mandalorian bounty hunter called Chop'aa Notimo had captured Bel Iblis. Starkiller worked with the Wing Guard to defeat Notimo and his henchmen and to rescue the Senator. Cloud City was glad to see Notimo and his men gone – they were part of the Black Sun criminal cartel, and had been looking to take over.

STARKILLER

TO RISE AND FALL, AND RISE AGAIN

Starkiller was the codename given him by Darth Vader. The Dark Lord of the Sith trained Starkiller as his secret apprentice in a plot to overthrow his master, Emperor Palpatine. However, Starkiller was to prove more powerful than either Vader or the Emperor could have predicted.

Both of Starkiller's parents were Jedi who had survived the initial purge on the issuing of Order 66. They made their home on Kashyyyk, working with the Wookiees to free their world from the Empire and its agents. Starkiller's mother was killed by Trandoshan slavers. He subsequently lost his father, Kento, when Darth Vader finally tracked him to the Wookiee homeworld. Starkiller sought to help his father, tearing Vader's lightsaber from his hands as the Dark Lord was about to deliver the final blow. Stunned by such a display from one so very young, Vader finished off the boy's father and wiped out the Imperial squad who came to help the Dark Lord. As a result, none knew that Darth Vader had taken an apprentice – Starkiller.

Bleak Upbringing

Starkiller was brought to where Darth Vader's flagship, the Super Star Destroyer *Executor,* was being built. So mammoth was the project that the existence of the boy, his quarters and training facilities could all be kept secret. Though Darth Vader trained Starkiller personally, he was not a regular feature of the boy's life. Vader left Starkiller to find his own way, offering brutal guidance only when his apprentice was utterly despairing. Starkiller was tough, self-reliant, and seemingly totally loyal. However, there was an independent streak to him that would much later cause him to ask

PROFILE

Starkiller

Homeworld
Kashyyyk

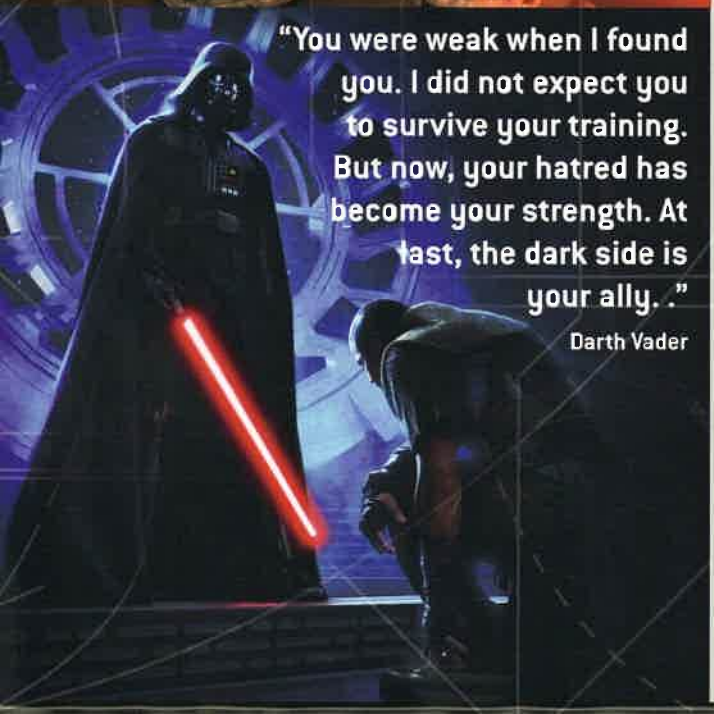
Species
Human

Gender
Male

Height
1.85m

Weapons
Lightsabers (various)

Affiliation
Empire,
Rebel Alliance



"You were weak when I found you. I did not expect you to survive your training. But now, your hatred has become your strength. At last, the dark side is your ally. ."

Darth Vader

difficult questions of himself and those he served.

First Missions

As part of Starkiller's later training, Vader used him as an assassin. Starkiller struck without hesitation – his targets, after all, were traitors who stood against his master and the Empire. Though he had help at this time, Starkiller could not consider them friends. His pilots died in action or were killed for their 'mistakes', and his droid, PROXY, was tasked with lethally testing Starkiller at any time.

Against the Jedi

Starkiller knew that any failure could mean death. He thought his time had come when Darth Vader ordered him to kneel. Instead, he heard that Vader had now accepted him as his apprentice. His first full mission was to track down and kill former Jedi General Rahm Kota at a TIE fighter construction facility over Nar Shaddaa. Starkiller did this, also wiping out any Imperials who saw him – Vader's apprentice could not be discovered by the Emperor. Starkiller blinded Kota in the fight, returning to Vader with the General's lightsaber. After a brief training session in the ruins of the Jedi Temple on Coruscant, Starkiller travelled to Raxus Prime, where he slew the mad Jedi Kazdan Paratus.

For his next series of missions, Starkiller had a new pilot for his ship, the *Rogue Shadow*. Captain Juno Eclipse was a striking blonde female and, during their long journeys through space, each found to their surprise they were attracted to the other.

The Cracks Appear

After Raxus Prime, Starkiller fought a second training program in the Jedi Temple. Images of those he cared about – including Juno – were used against him. Next, Starkiller was set against former Jedi High Council member Shaak Ti on Felucia. Before she destroyed herself, Shaak Ti warned Starkiller that the Sith always betray

"Vader's assassin. Welcome to the Ancient Abyss. A place of sacrifice, since time immemorial. Are you prepared to meet your fate?" Shaak Ti

their own. Returning to Vader, Starkiller was stabbed through the back by his master in the presence of the Emperor, then cast out into space to die.

Rebel Apprentice

Six months later, Starkiller was dragged screaming back to life aboard Darth Vader's science vessel *Empirical*. He was given orders to create an organised rebellion against the Empire to distract the Emperor's agents while Vader himself plotted against the Emperor. Rescuing Juno Eclipse and PROXY, the three escaped the *Empirical* and sought out none other than Rahm Kota. Finding the blind Jedi on Bespin, Starkiller was pleased not to be recognised. Through Kota's contacts, he brought together disparate rebel leaders in an old monastery in the mountains of Corellia. There Mon Mothma, Garm Bel Iblis, Kota, Bail Organa and, through PROXY, Princess Leia Organa agreed to form the Rebel Alliance.

Death, and Beyond

At this instant, Vader arrived. He arrested the rebel leaders and revealed to a stunned Starkiller that the whole plot had been the Emperor's idea. Vader tried to kill his apprentice, but was interrupted by PROXY. Juno found Starkiller, and the two travelled to where the first Death Star was being constructed. Leaving Juno behind, Starkiller battled through the station to rescue the rebels, defeating Vader and duelling the Emperor to give the others time to escape. He was no match for Palpatine, sacrificing himself – or so they believed – in a massive blast of Force energy.

Starkiller's family crest

Through his love for Juno and his understanding of the true nature of the dark side Starkiller was destroyed. Though he apparently died on the Death Star, the Rebel Alliance united under the Starkiller family crest, adopted as their symbol. Meanwhile, on Kamino, Darth Vader began a cloning program, determined that Starkiller should live again…

ROGUE SHADOW

STARKILLER'S STARSHIP

Designed by Sienar Fleet Systems, the *Rogue Shadow* took as its basis the *Scimitar* – the Sith Infiltrator piloted by Darth Maul. As with the *Scimitar*, working on the *Rogue Shadow* would prove hazardous to the health of all involved.

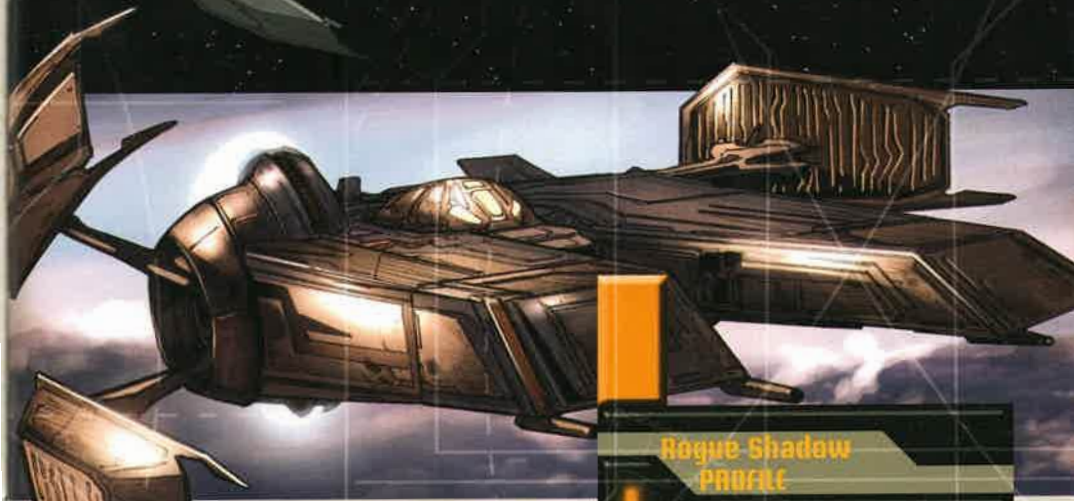
From its inception, the customised starship *Rogue Shadow* was designed and built in total secrecy for Darth Vader. He intended the vessel be used by his apprentice, Starkiller. Both ship and eventual owner were kept concealed not only from those outside the Empire, but from those within – including Emperor Palpatine. As a result, every computer system and droid involved with the project was destroyed. Every organic sentient that worked on *Rogue Shadow* either met with an accident at work, or was killed in a random street crime.

Advanced Design

Though it took Darth Maul's ship as a starting point, the *Rogue Shadow* would have out-flown and out-fought the *Scimitar*. Into the design mix had gone a variety of successful starfighters, including the Old Republic's Eta-2 interceptor, favoured by the Jedi. The *Rogue Shadow* was the fastest ship in the Imperial fleet at sublight speeds, and its class 0.5 hyperdrive made it a match for many larger vessels – not that many of them would ever catch sight of the ship. Its advanced sensors and communications equipment meant the crew could sit on the edge of the largest star systems and see and hear all. When it was time to move, the stygium crystal cloaking device rendered the ship effectively invisible to all but the most focused scans.

Rebel Transport

After the seeming death of Starkiller on the Death Star, the *Rogue Shadow* remained in the possession of Juno Eclipse, Starkiller's last pilot. She flew it for the Rebel Alliance, later passing it to General Kota, before it was reclaimed by Starkiller's apparent clone.



Rogue Shadow PROFILE

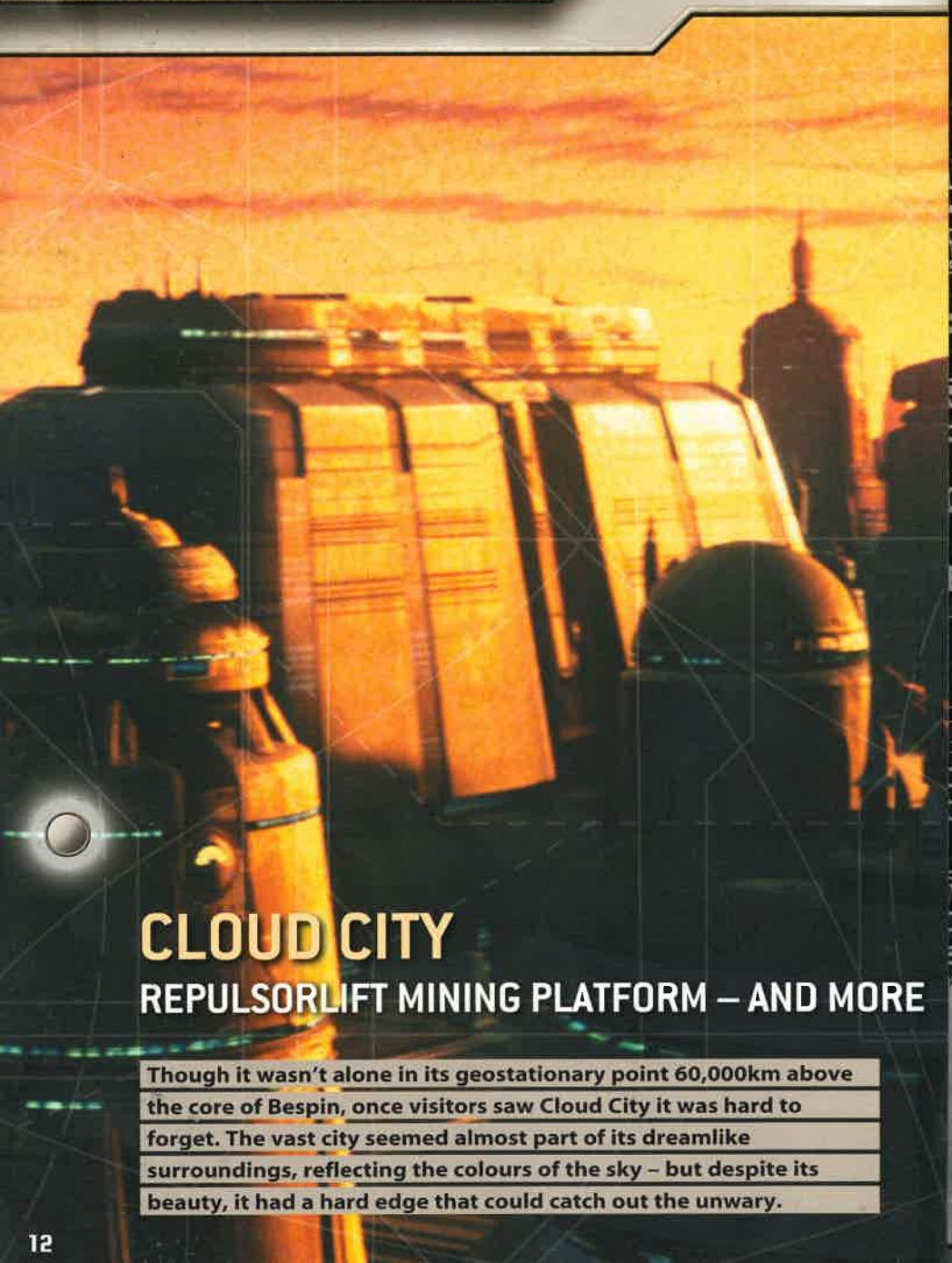
Type
Unique Imperial Transport

Manufacturer
Sienar Fleet Systems

Length
65 metres

Weapons
Unknown configuration

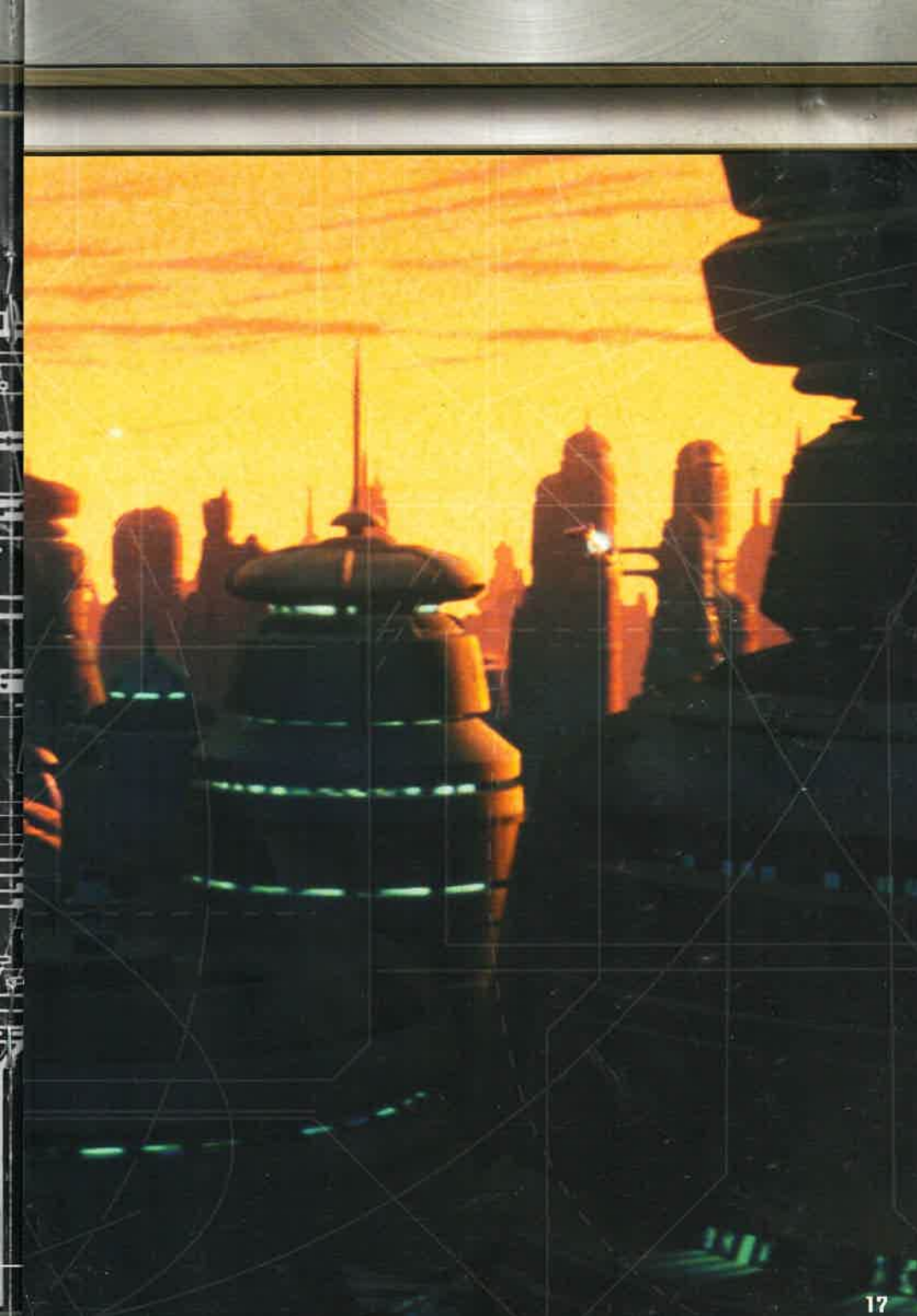
Affiliation
Galactic Empire, Rebel Alliance



CLOUD CITY

REPULSORLIFT MINING PLATFORM – AND MORE

Though it wasn't alone in its geostationary point 60,000km above the core of Bespin, once visitors saw Cloud City it was hard to forget. The vast city seemed almost part of its dreamlike surroundings, reflecting the colours of the sky – but despite its beauty, it had a hard edge that could catch out the unwary.



CLOUD CITY

Type
Repulsorlift Mining Platform/Trading Post/Resort

Class
City

Size
17.3km tall (comprising 392 levels), 16.2km diameter

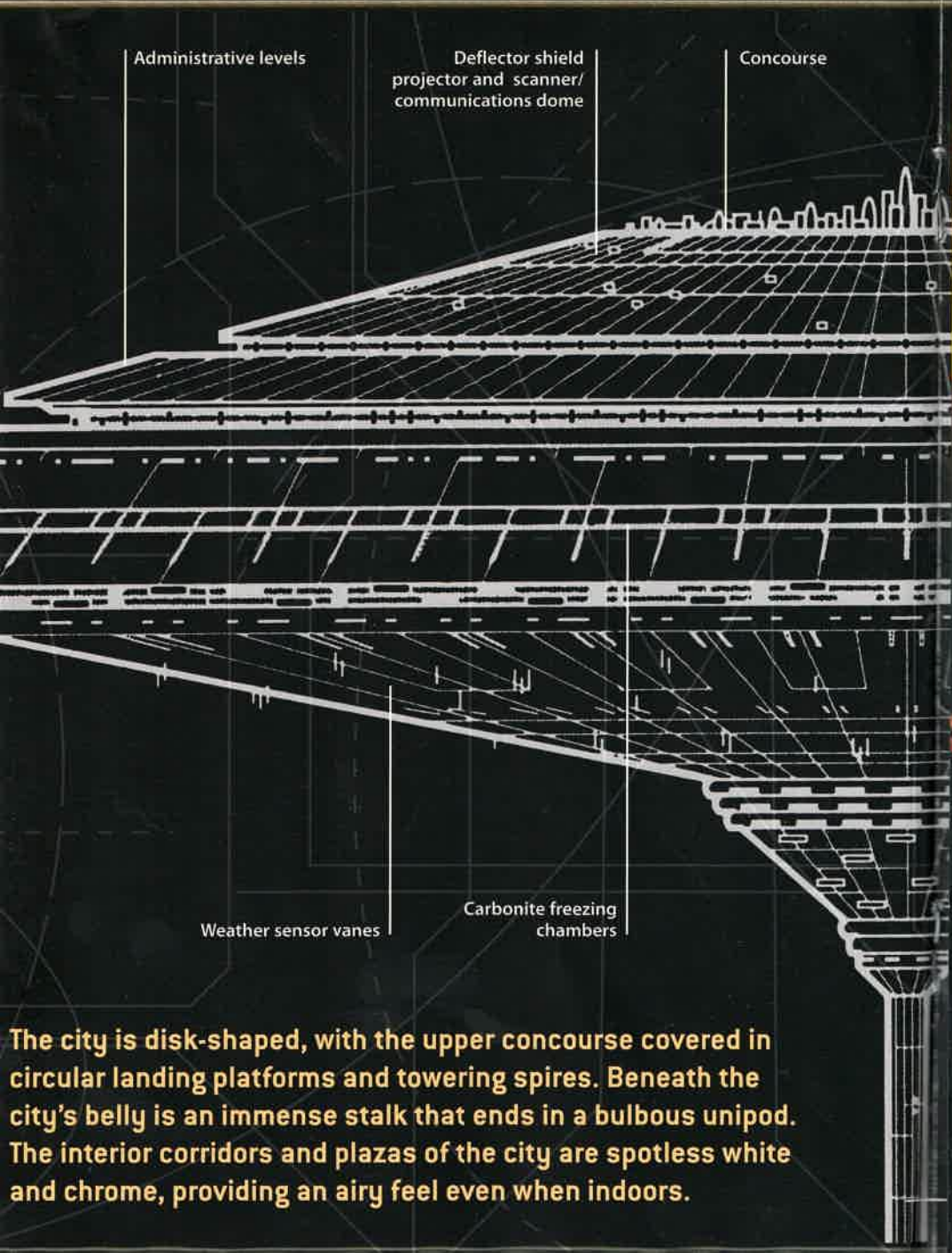
Propulsion
36,000 repulsorlift engines (tractor beam generators maintain geosynchronous position)

Weapons
Varied, depending on occupation – normally point-defence laser cannon turret and turbolaser batteries

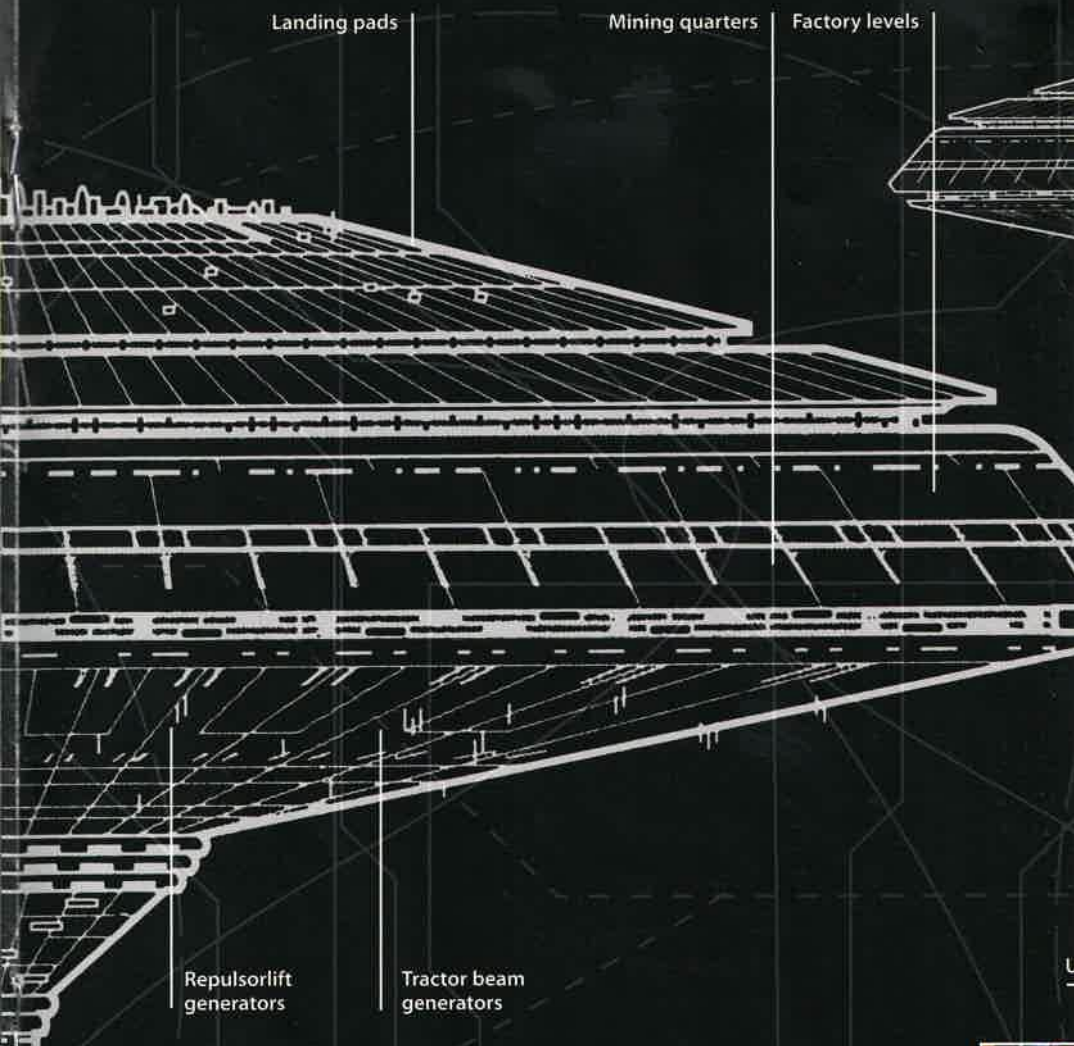
Population
5,427,080 (maximum recorded)

Affiliation
Independent, Galactic Empire (various occupations)

Tibanna gas processing plants



The city is disk-shaped, with the upper concourse covered in circular landing platforms and towering spires. Beneath the city's belly is an immense stalk that ends in a bulbous unipod. The interior corridors and plazas of the city are spotless white and chrome, providing an airy feel even when indoors.



Ugnaughts

Cloud City was fiercely independent throughout its history. Even when under Imperial occupation, its citizens rebelled at the concept of rule imposed from outside. This was particularly true of the doughty Ugnaughts who had such a vested interest in Cloud City's future. Having constructed the original *Floating Home* platform from which Cloud City rose, the Ugnaughts were eventually given ownership of the city by Lando Calrissian.

Levels 1 to 50: The public face of Cloud City, housing the luxurious hotels, casinos and ultra-exclusive penthouses and apartments owned by the unbelievably wealthy – also the public landing pads.

Levels 51 to 100: The more upmarket housing that still had views of the clouds and sky.

Levels 101 to 120: Administrative offices for the Exex (the business leaders), the Parliament of Guilds (representing all trades and smaller traders who called Cloud City home), and the Baron Administrator.

Levels 121 to 160: Port Town, where the real business on Cloud City was conducted, legitimate and otherwise. The shipping here was strictly trade – tourist's craft were not welcome.

Levels 221 to 280: These levels were given over entirely to factory production and similar industries. This included the recycling facilities so vital to keeping the Cloud City economy running – nothing could afford to be wasted.

Levels 281 to 370: The tibanna gas mining refineries were on these levels. Gas mined from Bespin's atmosphere by tractor beams in the levels below were processed, refined and frozen in carbonite for transport. Also, the Ugnaughts had their labyrinthine homes here.

Levels 371 to 392: The many thousands of repulsorlift engines that kept Cloud City up were on these levels, along with the tractor beam generators that both kept the city in geostationary orbit and mined the clouds for tibanna gas.

RAHM KOTA

JEDI SURVIVOR

Though the Empire loudly trumpeted the destruction of the Jedi Order after Order 66, a handful of Jedi secretly survived. One such individual, Master Rahm Kota, had been fighting for his life virtually since birth.

Jedi Master Mace Windu was once sent to a war-torn planet in the Outer Rim Territories to negotiate a peace treaty. While there, he met an 18-year-old soldier – one of many who had fought in the trenches since childhood. Windu was astonished at the young man's obvious connection with the Force. In an effort to bring the world more into the Republic fold, Windu brought the soldier back to Coruscant and, after bending a great many rules, began his training. So it was that Rahm Kota began the path to becoming a Jedi Master.

Quick Learner

Kota was not a friendly individual, and many questioned the wisdom of training him, even though he excelled at his studies and quickly attained the rank of Jedi Knight. His upbringing saw him favour forceful action, and he often clashed with the High Council. However, Kota was loyal, and took the toughest of assignments. By the time of the Clone Wars, he was a Jedi Master. He refused to fight alongside clones, leading his own hand-picked militia instead. This saved him when Order 66 was issued, and General Kota and his militia continued to battle the Empire. Kota was blinded when he lost a duel with Darth Vader's apprentice, Starkiller. Feeling he'd lost his connection with the Force, Starkiller rediscovered him on Bespin and Kota began his recovery. He knew who Starkiller was, but saw the good in him. In the end, it would save them both.

Rebel General

Rahm Kota helped Starkiller gather the leaders of the Rebel Alliance, trusting that the young man would find his way to the light. His connection to the Force restored, the blinded Kota seemed unaffected by his injuries, even attacking the Emperor during Starkiller's rescue of the Alliance leaders. He and the others were saved by Starkiller's sacrifice. After Starkiller died, Kota continued with the Rebellion, and would later work with Starkiller's clone.

PROFILE

Rahm Kota

Species
Human

Gender
Male

Height
1.81m

Weapon
Lightsaber

Affiliation
Jedi Order, Kota's Militia, Rebel Alliance

" This is crazy. A blind man and a fool, against the Empire. " Rahm Kota

BESPIN'S CLOUD CITY

MINING THE CLOUDS

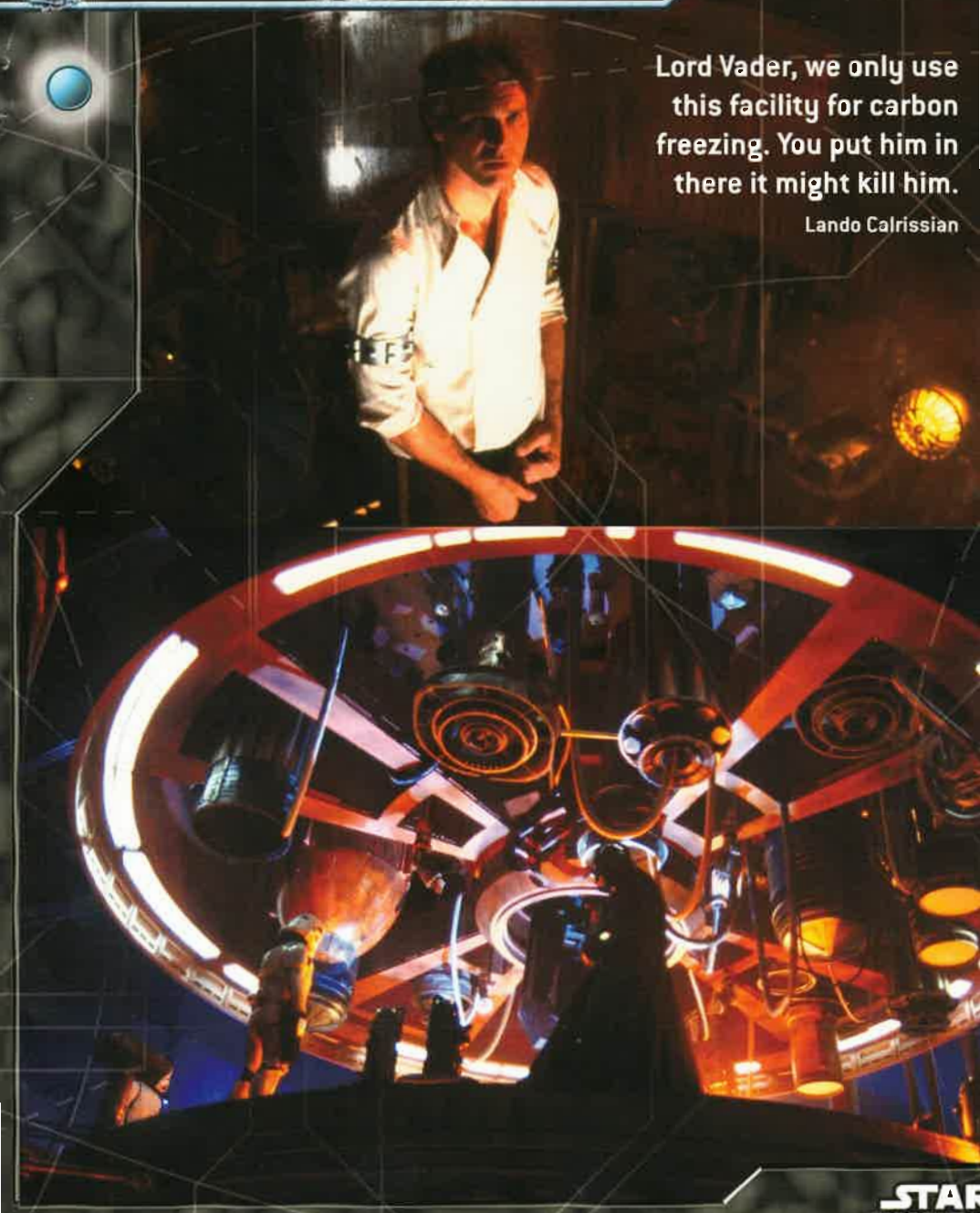
Tourists approaching Cloud City for the first time might have wondered about the purpose of the long stalk hanging at the base of the city. And those who took cloud car rides might question what the warning beacons that hovered at intervals below the bulbous end of that stalk were for. It was all part of the operation that made Cloud City viable.

The stalk at the base of Cloud City was a reactor stalk, with the reactor itself occupying the bulbous tip of the stalk. Inside, the reactor was surrounded by thermo-convertors built to order by Helthen Co. back when Cloud City was still *Floating Home*, the original mining platform constructed by Ecclessis Figg. The convertors were made from tursturin, a Corellian alloy, which requires temperatures above 4000 degrees to generate electricity. The power expenditure required to create such temperatures meant the alloy was rarely used. Cloud City got the heat for free as a by-product of the tibanna gas mining process.

Grabbing Gas

The requirements of tibanna gas mining defined the original shape of *Floating Home*. The base of the platform had to act as a huge focusing dish for the 16 pairs of Novaldex G47 tractor beam generators, modified with Floppy Helix Intensifiers, that between them created a unique double-helix tractor beam tube which punched down to over a thousand kilometres down in the planet's dense atmosphere. At those depths, Bespin's clouds disappear as the intense pressures create a 6000 degree 'ocean' of liquid rethin. Higher in the atmosphere, rethin gas and tibanna combine with each other and with other gases to create compounds that support Bespin's unique ecology. At the liquid rethin layer, tibanna cannot combine with anything else. The pressures and temperatures, so dangerous to reproduce in a laboratory, naturally created hugely valuable spin-sealed tibanna. The double-helix tractor beam drew both the tibanna gas and the liquid rethin up to Cloud City at incredible speeds. Though the rethin cooled and reverted to a gas on the way, it was still at around 5000 degrees when it reached the

The unique atmosphere of Bespin required a unique, largely improvised mining operation to exploit its hidden riches fully.



Lord Vader, we only use this facility for carbon freezing. You put him in there it might kill him.

Lando Calrissian

Enjoying their jobs

The Ugnaughts of Cloud City were dedicated workers. Three tribes had been brought to Bespin, their freedom and future income guaranteed once the *Floating Home* platform was complete. As well as having a vested financial and social interest in the success of the venture, the gases present in the mining and freezing processes were mildly intoxicating to Ugnaughts.

reactor. The tursturin convertors around the reactor gave the city all the power it needed. Meanwhile, the tibanna gas was drawn up the reactor stalk to the processing areas of the city. Below the reactor bulb under Cloud City, repulsorlift beacons warned pilots away from the invisible tractor beam tube that drew up superheated gases from Bespin's lower atmosphere. Once those gases reached the city, the refineries took over. The mined gas was channelled throughout the lower levels of the city, but care had to be taken, as the speed the gas arrived at had to be dissipated to avoid destabilising the city.

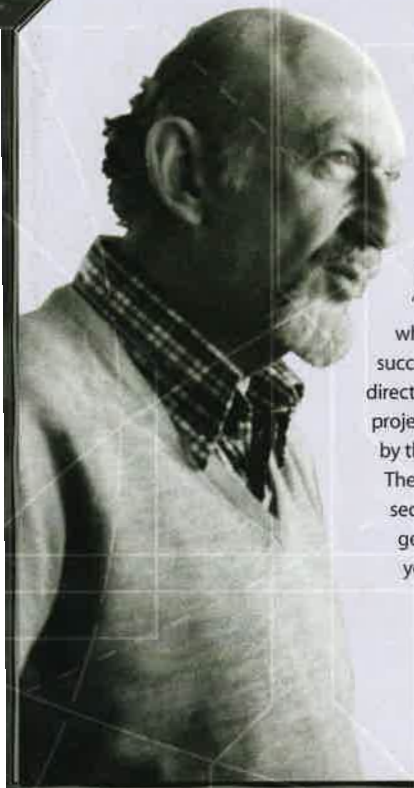
Windy City

Cloud City had an ingenious system of wind tunnels, linked to a central tunnel that in turn led to a main wind vent, and these allowed the city to weather the worst wind storms the planet could throw at it. The mined tibanna and rethin gases vented into this central tunnel after they passed through the refineries. The factory equipment stripped out most of the valuable spin-sealed tibanna, but not all. Wing-like vanes in the central wind tunnel, as well as providing further stabilisation for the city, concealed additional refineries and freezing chambers to ensure as little tibanna as possible was lost. The tibanna processing plants, whether they were located in the main mining levels – 281 down to 370 – or in the stabilising vanes in the corresponding sections of the primary wind tunnel, were huge but worked on the tibanna at the molecular level. Spin-sealed tibanna molecules were separated from the other gases and moved to one of many hundreds of carbon-freezing facilities. There, the gas was encased in carbonite, with the resulting blocks moved to the panning chambers. Using high-powered microporous energy fields, the blocks were then 'shaved down'. The individual tibanna atoms passed through the energy fields and were further processed at the atomic level before being sealed in canisters, ready for export.

IRVIN KERSHNER

'KERSH' STRIKES BACK

Though it may seem distinctly odd looking back on it from today's point of view, respected director Irvin Kershner was very reluctant to take up directing duties on *The Empire Strikes Back* when he was offered the job in 1978.



Producer Gary Kurtz summed up the issues facing any director taking on a project like *The Empire Strikes Back:* "The problem you encounter when doing a follow-up to a very successful picture is that there are directors who shy away from the project for fear of being overshadowed by the reputation of the first film. The perceived wisdom is that if a sequel works, the original director gets the credit; if it doesn't work, you get the blame."

Important Call

"I was surviving the completion of *Eyes of Laura Mars* when I got a call from Gary Kurtz saying that he would like to have a drink with me. That was quite surprising because Gary doesn't drink. But I figured, there's something up." Irvin Kershner remembered the round-about process that saw him offered the *Star Wars* sequel. The first chat just established that Kershner would like to do a sci-fi film. More detail came at the second meeting. "We met in the Hamburger Hamlet on Sunset Strip, and sat and talked. He said, 'Would you be interested in doing the next *Star Wars*?' I said, 'Jeez, would I?! Um, is it going to take a lot of time?' He said, 'Yeah, it'll take a lot of time.' I said, 'I'll tell you tomorrow.'"

Old Friends

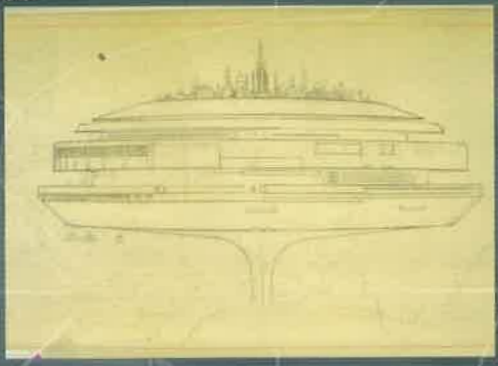
Irvin Kershner knew both George Lucas and Gary Kurtz from his time teaching at the University of Southern California. Kershner had been one of the judges on the 1968 National Student Film Festival that had awarded Lucas's THX1138.4EB the top prize, effectively launching his career.

Kershner called back, agreeing in principle to making the film. A little later, he met up with George Lucas at the commissary at Universal Studios. "We talked about old times," Kershner remembers. "George said that it was so difficult to do the first one that I would be crazy to do the second one. He said, 'I want somebody who under tremendous pressure will not cave in. Somebody who has a vast experience in films and likes to deal with people and characters.' I felt very flattered. He knew how to get to me. The rat. I told George that the only way I'd do the film is if I felt I could top the first one. He laughed and said that's why he wanted me to do it. I said, 'Yeah, I want to do it – let's make a deal!'"

CLOUD CITY
BUILDING ON BESPIN

BUILDING THE CITY IN THE CLOUDS

1 This first production painting of Cloud City, created in a little over nine hours in mid-January, 1978, was based on a colour sketch made in December 1977.



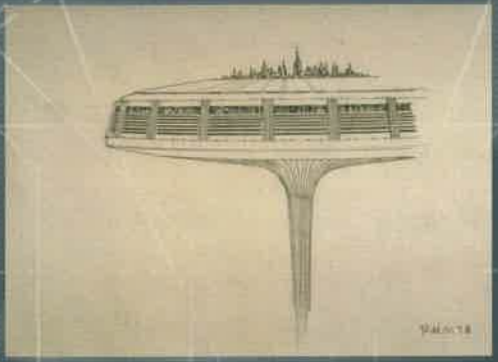
2 McQuarrie's layout for his now famous production painting. Concept artist Joe Johnston took the shape McQuarrie had determined and added detail and architectural elements.

5 Two glass paintings – one of the clouds by Mike Pangrazio, and one of the city by Ralph McQuarrie – were layered to give the illusion of greater depth.

6 The paintings showed the city at various times of day. For one sequence, the top of the *Millennium Falcon* was painted for a better lighting match.

Cloud City was based on work by Ralph McQuarrie for the first *Star Wars* film. McQuarrie also used some ideas borrowed from work he did designing the mothership from *Close Encounters of the Third Kind*. McQuarrie said, "I came up with something like the side of an aircraft carrier... I put a city on the top of it that looked like it had ancient monuments."

3 This page of sketches show that McQuarrie had considered many other options, including a thin platform with a mixture of buildings on top, and a fully enclosed shallow dome.



4 "When I work I mentally walk through an environment, building the thing up in my mind and with doodles, sketches and paintings," Ralph McQuarrie explained.

7 A production maquette of Cloud City. This helped to visualise the floating platform from all the different angles needed.

8 A close-up of the third glass painting Ralph McQuarrie created of the city, this one for the approach of the *Millennium Falcon* to Cloud City.

1 Where did General Kota lose his sight during a battle with Starkiller?

2 Is this a shot from the original release of *The Empire Strikes Back*, or the Special Edition?

3 How much of Harrison Ford is on display here?

ANSWERS:

1. The duel took place in a
ff fighter manufacturing
lant high above Nar
hadda.

2. This is from the Special
dition of *The Empire Strikes*
ack. As with many shots
f Cloud City, walls were
gitally removed to create
ditional windows,
alconies and walkways.
his opened out the city,
aking it even more
pectacular.

3. While a mould was taken
f Ford's face, under
upervision by special
ake-up maestro (and
reator of Yoda) Stuart
reeborn, the body was
art of a stand-in. Using
ord would have been too
xpensive.

STA
WAR

AARGAU – ARBRA

Aargau
Region: Core Worlds
System: Zug

HQ for Bank of Aargau, part of the InterGalactic Banking Clan, much of its surface was covered by city. Aargau had only three laws; breaking any of them meant death. Senator Aks Moe of Malastare was assassinated here just before the Clone Wars erupted.

Aaris III
Region: Outer Rim Territories
System: Aaris

A jungle planet that once was the homeworld of a reptilian species who almost wiped themselves out in a civil war thousands of years before the Clone Wars. The cause was a sentient but inanimate alien object that caused paranoia and homicidal rage.

Agamar
Region: Outer Rim Territories
System: Mirgoshir

Largely given over to the growing and export of food, it was part of the Empire long after Endor because it was so close to what would become agreed Imperial Space. The world fell to the Yuuzhan Vong during their invasion, controversially left undefended despite being a refugee world.

Alderaan
Region: Core Worlds
System: Alderaan

Many considered the peaceful world of Alderaan to be the soul of the Republic. Home to Bail Organa and his adopted daughter Leia, the world was destroyed by the Empire. It was the second planet to be destroyed by the first Death Star space station.

Anoat
Region: Outer Rim Territories
System: Anoat

The Anoat system was between the Bespin and Hoth systems. It was poisoned by mining work shortly before the Clone Wars, and largely abandoned by the settlers. It had only one settlement, Anoat City, until the New Republic era when mining operations began again.

Arbra
Region: Outer Rim Territories
System: Arbran

This heavily forested world was a regular safe haven for the Rebel Alliance during the Galactic Civil War, and even briefly housed the HQ of the Alliance around three years after the Battle of Yavin at Haven Base, a subterranean hideout near an ancient underground city.

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